



**H.F.R.I.**  
Hellenic Foundation for  
Research & Innovation

**Description of funded project**  
**1st Call “Science & Society”**  
**“200 years from the Greek Revolution”**

**Technical Specifications**

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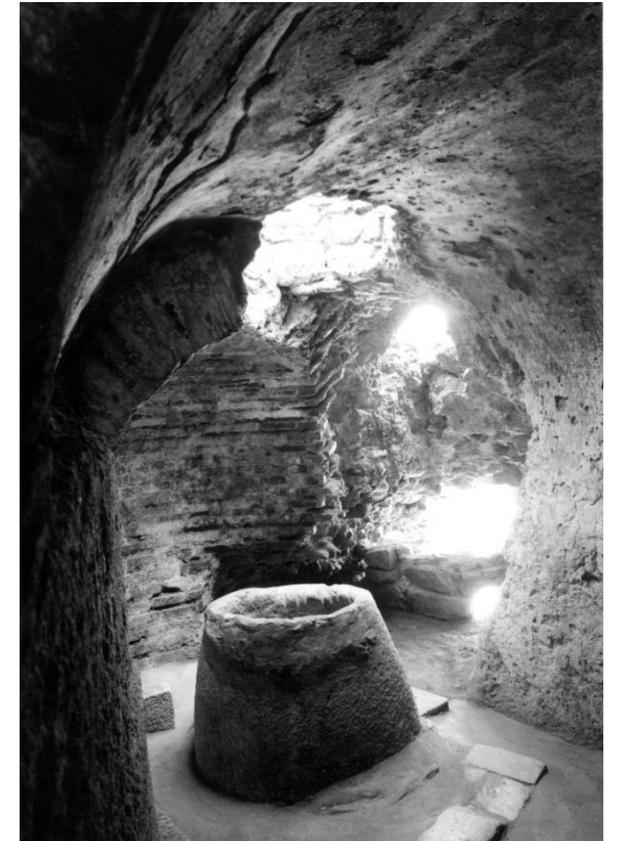
**Title of the project:** Reviving revolutionary Athens

**Project Coordinator:** Andromache Gazi

**Host Institution:** Panteion University of Social and Political Sciences

**Collaborating Institution(s):**

**Project webpage (if applicable):**



**Budget:** 95,000 Euros

**Duration:** 4/2020 – 12/2022

The project aims at creating multi-faceted readings of the Greek Revolution and at highlighting new historical approaches to it through the creation of a digital interactive “tour” of historic events that took place in Athens during the siege of Acropolis by Kioutachis (1826-1827); it also aims at producing a museum theatre piece based on these same events. Its originality lies in the creation of a digital interpretive tool that will be accessible to different audiences, and will utilize contemporary historiographical and museological approaches to produce subjective narratives of historic figures or characters in a playful, enjoyable and understandable way. The proposed digital version of the historical narratives will be a series of two-dimensional and three-dimensional interactive simulated scenes with playful elements, like those found in historical video games. The scenes’ narrative and historical content will be structured according to the methodology of museum theatre and narration in a digital environment.

Through different narratives (for example, the narration of a Greek fighter, an Athenian, a Muslim resident, etc.), which the visitor will be able to choose at his/her will while walking around the rock of the Acropolis, different approaches of the historical experience will emerge. The visitor will not only have the opportunity to listen to the narratives, but also to interact with the events that develop on his/her screen through a series of three-dimensional and two-dimensional simulation scenes.

Additional historical documentation will be available within the application that will facilitate the understanding of the events and will give the visitor the opportunity to enrich his/her experience with classified content, if he / she wishes.

The project aims to renegotiate the traditional, national, historical narrative by highlighting new perspectives on historical events, which may put into question previous perceptions and/or stereotypes. Our approach follows contemporary developments in the fields of history, memory studies and museology and relates to the emergence of the "invisible" aspects of the subjects' experience. More specifically, it lies within the broader field of public history as History that concerns a wide audience and is offered through a variety of interpretive media (e.g. films, literature, exhibitions, etc.), and follows the growing interest in the democratization and "humanization" of museum narratives. By applying the methodology of museum theatre, in particular, we aim to give examples of historical subjects who lived in Athens during the 1821 Revolution and who mediate their experiences to contemporary users through the proposed digital application.

The transfer of historical characters, narratives, the environment and the soundscape of the time to the digital, playful environment of the scenes that will structure the application, is an experiment in merging/mixing elements of environmental art and museum theatre in digital space and time. The combination of the natural space of the action (at specific points around the rock of the Acropolis) with the virtual reality of the digital simulation can connect the spectacle to the experience. Through the application, users can "immerse" in the historical space-time of the action, without this preventing them from perceiving the present time and space, thus giving food for a critical approach.

Funding is extremely important to us, because without it we will not be able to implement the project. We hope that the implementation of both the digital interactive application and the museum theatre piece that will be produced within the project will act as a model for the development of relevant applications by other cultural institutions and/or museums.



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